Listing of Claims

1. (Currently Amended) A method of operating a gaming system including ~~one or more~~ a secure storage and processing device, and ~~devices,~~ a gaming server networked to a ~~and one or more~~ gaming console ~~consoles~~, [[each]] said console including a secure storage and processing device read/write interface and a user interface allowing ~~a user to initiate~~ a game to be played and ~~observe~~ a result of said game to be observed, and the server including a random seed generator ~~and being in communication with a secure storage and processing device read/write interface~~, the method comprising:

the server via the random seed generator creating a plurality of random seeds, and communicating the seeds for storage in ~~one of~~ the secure storage and processing device ~~devices~~, via the secure storage and processing device read/write interface ~~with which the server is in communication~~, ~~to provide~~ the seeds providing a plurality of predetermined outcomes for future games to be played on ~~one or more of~~ the gaming console ~~consoles~~; [[and]]

communicating between ~~of one of~~ the gaming console ~~consoles~~ and ~~one of~~ the secure storage and processing device ~~devices~~ via the ~~respective~~ secure storage and processing device read/write interface, and upon receipt of an ~~a user~~ input initiating a game on the console, ~~wherein the game requires a set of random numbers to produce an outcome,~~ producing in the secure storage and processing device[[,]] a set of random numbers required to play a game [[,]] from one of the seeds, and producing a game play sequence including a game and/or gamble outcome indication at least in part from ~~determined by~~ the produced random numbers ~~produced by the secure storage and processing device alone or in combination with a user input,~~ ;

~~wherein~~ said ~~one or more~~ gaming console ~~consoles~~ removably receiving said secure storage and processing device, requesting and buffering ~~request and buffer~~ said plurality of game outcomes from said server appropriate to one or more games to be played at said ~~one or more~~ gaming console ~~consoles~~ and, before all of the outcomes have been used, said ~~one or more~~ gaming console requesting ~~consoles request~~ replacement outcomes from said server, and ~~wherein said one or more gaming consoles do not wait~~ not waiting for a response from said server before ~~giving the player~~ providing on the gaming console feedback regarding a game, said ~~one or more~~

gaming console ~~consoles processing user input and~~ taking actions without waiting for commands from said server; and

said received secure storage and processing device storing said plurality of random seeds, and generating another plurality of game outcomes based on said stored random seeds to one or more games to be played on said gaming console.

2. (Currently Amended) The method of claim 1, wherein ~~when calculating the set~~ generating the plurality of random numbers from each random seed, the secure storage and processing device uses an algorithm known to the server whereby the server can predict the outcome derived.

3. (Original) The method of claim 1, wherein the secure storage and processing device is a smartcard or smartcard chip.

4. (Original) The method of claim 1, wherein after the set of random numbers to be used to determine a gamble outcome are produced by the secure storage and processing device, the console then chooses a game outcome which will achieve that gamble outcome.

5. (Original) The method of claim 1, wherein after the set of random numbers to be used to determine a gamble outcome are produced by the secure storage and processing device, the secure storage and processing device then chooses a game outcome which will achieve that gamble outcome and communicates the chosen game outcome to the console.

6. (Currently Amended) The method of claim 1, wherein [[each]] the secure storage and processing device generates game verification data which is stored until the secure storage and processing device is in communication with the gaming server at which time the secure storage and processing device communicates the game verification data to the gaming server.

7. (Currently Amended) The method of claim 6, wherein the gaming server is in communication with [[each]] the gaming console, whereby when ~~one of~~ the secure storage and processing device is connected to [[a]] the console, the secure storage and processing device communicates the game verification data to the gaming server via the console.

8. (Currently Amended) The method of claim 6, wherein when ~~one of~~ the secure storage and processing device ~~devices~~ is connected to [[a]] the console, the gaming server communicates new random seeds to the secure storage and processing device via the console thereby allowing the player to recharge the games stored on the secure storage and processing device.

9. (Currently Amended) The method of claim 6 [[1]], wherein the secure storage and processing device, need not be in communication with the gaming server when the game is played, and each time the secure storage and processing device is next connected to the gaming server, [[it]] the secure storage and processing device will generate and send a signal to the server indicating the stored game verification data corresponding to the random seeds that have been used.

10. (Currently Amended) The method of claim 1, wherein a game play includes receiving ~~a step in which the player makes~~ a bet on an [[the]] outcome of [[each] the game.

11. (Currently Amended) The method of claim 10, wherein the secure storage and processing device is programmed with a [[the]] maximum loss value, and the secure storage and processing device will inhibit further play of the game ~~games~~ represented by a number of [[the]] unused random seeds stored on the secure storage and processing device when the ~~sum of player bets~~ bet exceeds [[the]] a number of wins by the maximum loss value or greater.

12. (Currently Amended) The method of claim 11 wherein the secure storage and processing device prevents ~~the player placing~~ a bet from being placed that will cause the maximum loss value to be exceeded.

13. (Currently Amended) The method of claim 3, wherein the secure storage and processing device read/write interface of [[each]] the gaming console communicates with ~~secure storage on~~ the smartcard via a secure communications system ~~provided by a further smartcard device~~.

14. (Original) The method of claim 1, wherein the console sends a signal to the secure storage and processing device describing a state of a game being played for communication to the gaming server.

15. (Currently Amended) A gaming system comprising:

at least one gaming console, the console including a secure storage and processing device read/write interface and a user interface allowing ~~a user to initiate~~ a game to be initiated and ~~observe~~ a result to be observed;

at least one secure storage and processing device to be removably inserted into the console at the interface;

a gaming server ~~in communication with a secure storage and processing device read/write interface and which~~ creates random seeds, and communicates the seeds to ~~one of~~ the secure storage and processing device ~~devices,~~ via the secure storage and processing device read/write interface ~~with which it is communicating~~, to provide a plurality of predetermined outcomes for future games to be played on ~~one or more of~~ the gaming console ~~consoles~~; and

wherein the secure storage and processing device calculates[[,]] from each of the random seeds ~~it has stored,~~ a set of random numbers indicating a game or gamble outcome to be used by ~~one of~~ the gaming console ~~consoles~~ for a future game to be played on the gaming console, the user interface of the gaming console ~~including game controls~~ to receive an ~~a user~~ input initiating a game in response to which, the console initiates a game play sequence including a game and/or

gamble outcome indication on the user interface determined by the game or gamble outcome information provided by in the secure storage and processing device alone or in combination with a user input,

wherein said ~~at least one~~ gaming console requests and buffers said plurality of game outcomes from said gaming server appropriate to one or more games to be played at said at least one gaming console and, before all of the outcomes have been used, said ~~at least one~~ gaming console requests replacement outcomes from said server, and

wherein said ~~at least one~~ gaming console does not wait for a response from said server before giving the player feedback regarding a game, said ~~at least one~~ gaming console processes ~~processing~~ user input and takes ~~taking~~ actions without waiting for commands from said server, and

wherein said at least one secure storage and processing device stores said plurality of random seeds, and generates another plurality of game outcomes based on said stored random seeds to one or more games to be played on said gaming console.

16. (Original) The system of claim 15, wherein the secure storage and processing device includes a random number generator which uses an algorithm known to the server whereby the server can predict the set of random numbers derived from each random seed.

17. (Currently Amended) The system of claim 15, wherein the secure storage and processing device ~~means~~ is a smartcard or a smartcard chip.

18. (Original) The system of claim 15, wherein the console includes a selection means for choosing game outcomes and after the set of random numbers to be used to determine a gamble outcome are calculated by the secure storage and processing device, the console then chooses a game outcome which will achieve that gamble outcome.

19. (Original) The system of claim 15, wherein the secure storage and processing device includes a selection means for choosing game outcomes and after the set of random numbers to be used to determine a gamble outcome are calculated by the secure storage and processing device, the secure storage and processing device then chooses a game outcome which will achieve that gamble outcome and communicates the chosen game outcome to the console.

20. (Currently Amended) The system of claim 15, wherein [[each]] said secure storage and processing device generates game verification data which is stored until the secure storage and processing device is in communication with the gaming server at which time the secure storage and processing device communicates the game verification data to the gaming server.

21. (Currently Amended) The system of claim 20, wherein the gaming server is in communication with [[each]] said gaming console at least intermittently, whereby when one of the secure storage and processing devices is connected to [[a]] said console, the secure storage and processing device communicates the game verification data to the gaming server via the console.

22. (Currently Amended) The system of claim 20, wherein when ~~one of~~ the secure storage and processing device is connected to the gaming server via [[a]] said console, the gaming server communicates new random seeds to the secure storage and processing device via the console thereby allowing a recharging of ~~the player to recharge~~ the game ~~games~~ stored on the secure storage and processing device.

23. (Currently Amended) The system of claim 20, wherein the secure storage and processing device ~~means,~~ need not be in communication with the gaming server when the game is played, and each time the secure storage and processing device ~~means~~ is next connected to the gaming server, [[it]] the secure storage and processing device will generate and send a signal to the server indicating the stored game verification data corresponding to the random seeds that have been used.

24. (Currently Amended) The system of claim 15, wherein the console includes wager input means and the game play includes ~~a step in which the player makes~~ a bet being made on [[the]] an outcome of [[each]] said game.

25. (Currently Amended) The system of claim 24, wherein secure storage and processing device is programmed with a [[the]] maximum loss value and the secure storage and processing device will inhibit further play of the games represented by [[the]] a number of unused random seeds stored on the secure storage and processing device when the bet ~~sum of player bets~~ exceeds [[the]] a number of wins by the maximum loss value or greater.

26. (Currently Amended) The system of claim 25, wherein secure storage and processing device prevents ~~the player placing~~ a bet from being placed that will cause the maximum loss value to be exceeded.

27. (Currently Amended) The system of claim 17, wherein the secure storage and processing device read/write interface of [[each]] said gaming console communicates with ~~secure storage on~~ the smartcard via a secure communications system provided by a further smartcard device.

28. (Currently Amended) The system of claim 23, wherein the server includes an auditing device for checking game verification data returned from the secure storage and processing device in the console.

29. (Currently Amended) The system of claim 17, wherein a non-volatile memory is provided in the smartcard ~~device~~ for recording player bet values, and [[the]] a total value owed to the player.

30. (Currently Amended) The system of claim 15, wherein the console sends a signal to the server via the secure storage and processing device ~~means~~ describing a state of a game being played to the gaming server.

31 – 34 (Canceled)